**Viz Coding Assignment #3: 3D Sketchfab animations – WRITE-UP**

With my 3D Sketchfab animation I want to show the different initial positions and velocities of the different planets as they move around the sun in 3D. I have applied different textures onto the different planets to imitate the texture of how each planet would look in real life. I used some textures from the internet and some were already provided to me. They are all spherical in shape, so that they can be of similar shape to planetary objects in Space.

In my visualisation, I tried to make the relative sizes of the planets as true to the original sizes as possible, however, the sizes are not completely accurate, as they would be too large. Furthermore, the planets will take longer to orbit the sun than how they move in my animation. If I had more time, I would like to include all the eight planets in my model of the solar system, in the future.